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Subject: Bug in SWITCH - ELSE: statement?  
Posted by [Spon](#) on Thu, 11 Oct 2007 09:44:27 GMT  
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Hi everyone,

can someone explain this to me please?

> From the IDL helpfile for SWITCH: (I'm using V6.4)  
The ELSE clause of the SWITCH statement is optional. If included, it matches any selector expression, causing its code to be executed. For this reason, it is usually written as the last clause in the switch statement. **\*\*The ELSE statement is executed only if none of the preceding statement expressions match.\*\*** If an ELSE clause is not included and none of the values match the selector, program execution continues immediately below the SWITCH without executing any of the SWITCH statements.

But, for example:

PRO SWITCHTEST

N = FIX (6 \* RANDOMU (S, 1) ) + 1

```
SWITCH N OF
1: PRINT, 'One'
2: PRINT, 'Two or less'
3: PRINT, 'Three or less'
4: PRINT, 'Four or less'
5: PRINT, 'Five or less'
6: PRINT, 'Six or less'
ELSE: PRINT, 'Are you using loaded dice?'
ENDSWITCH
```

```
PRINT, N
END
```

Will give me the ELSE statement every time, though N clearly will match at least one of the preceding statements every time. Is this just a bug or am I missing something?

Thanks  
Chris

PS No, I'm not using IDL to generate die rolls really, I was using SWITCH to fill in missing input parameters (using 'SWITCH N\_PARAMS() OF' ), but I'm drifting towards keywords instead now. :-)

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